

Waterloo

About the Game

WATERLOO has been designed as a 1 player wargame, to recreate the circumstances facing Napoleon, in such a way that you can assume his part in the battle.

You command the French army including 6 intelligent corps commanders.

Your computer opponent controls Wellington's Anglo-Dutch army and the Prussian allies marching to join him.

Your aim is to break Wellington's line and push through Waterloo to Brussels. Failing that, you must hold your army together and safeguard the supply lines in your rear, victory can then be achieved by destroying the Allied army as an effective force.

**The computer opponent will vary its strategy, it will:-
judge when to attack, hold or retreat;
be tactically astute;
give countless varied games.**

It is a fair contest because your opponent has no more information than is available to you and your commanders; and combat is not biased but depends on strength, morale, terrain and the random element of luck.

The main aim of Waterloo is to simulate the problems involved in commanding a Napoleonic army. This is largely achieved through the introduction of intelligent corps commanders. The player must always be aware that his corps commanders are capable of using their own initiative and that they are also capable of being confused.

A good example of this is when a corps fails to complete a move order due to involvement with the enemy. Several turns later when no longer close to the enemy it may complete the move order.

Any unit next to an enemy unit may not move directly to a new position that is also next to an enemy unit except as a result of combat.

The player can vary the degree of difficulty within each game level by imposing his own restrictions on the use of unit orders. For example, limiting the number of unit orders which may exist at any one time to 3 will make winning more difficult than with unrestricted use of unit orders.

It should be noted that in the interests of creating a challenging computer wargame based upon this actual battle some changes to historical reality have been forced upon us. Chief among these is the division of the French army into 5 corps of infantry rather than the actual 4 in order to more evenly balance numbers, and the earlier arrival of the Prussian army into the battle area thereby making Napoleon's task more difficult.





The Background

It is 18th June 1815.

Napoleon Bonaparte, on his 100 day spell of liberty after his daring escape from the Island of Elba, is once again installed as Emperor of France.

Napoleon's plan is to march to the city of Brussels and to count on the support of the people of Belgium. He is opposed by the armies of the Seventh Coalition (Great Britain, Holland, Prussia, Austria, Russia and Italy).

Near the small town of Waterloo (18 kilometres south of Brussels) Napoleon is confronted

by an Anglo-Dutch army under the command of the Duke of Wellington and a Prussian army under Blucher.

In the preceding days Napoleon had used brilliant tactics and had placed his forces between the armies of Wellington and Blucher. Consequently Napoleon is able to do battle with the Anglo-Dutch army alone rather than facing the combined forces of Blucher and Wellington together.

However, Blucher is not defeated and he is rushing from the east to come to the aid of Wellington on the battlefield. The Duke knows that he has to fight a defensive battle and play for time, whilst Napoleon has to eliminate Wellington's army before the arrival of Blucher's reinforcements.

To Napoleon's disadvantage, heavy rain has fallen the preceding night, making the ground sodden and it is difficult to move artillery with rapidity and ease. The attack is, therefore, postponed by Napoleon until 11.00a.m. Fate has caused valuable time to be wasted. Napoleon has to keep an eye on events beyond the woods to his right.

Wellington's position south of Waterloo was deceptively strong. Its backbone was a low narrow plateau running generally west east. The plateau's south slope, combined with the bogging of the low ground caused by the rain, would help reduce the impact of the French attacks. Wellington had also heavily defended the two chateaux, Hougoumont and La Haye-Sainte, immediately in front of the centre of his line.

Napoleon's dispositions were such as to permit him to manoeuvre in any direction, yet they gave no preliminary hint as to the probable direction of his main effort.

Keys, Commands and Symbols

The game provides for a wide variety of different orders to be given, as a result of which it has been necessary to program it for keyboard rather than joystick control.

COMMAND	SPECTRUM KEY	AMSTRAD KEY	CBM 64 KEY
Move Cursor up (or scroll map)	7 (Cursor Key)	Cursor Key	Cursor Key
Down	6 (Cursor Key)	Cursor Key	Cursor Key
Left	5 (Cursor Key)	Cursor Key	Cursor Key
Right	8 (Cursor Key)	Cursor Key	Cursor Key
Access Units to Start Order Phase	A	A	A
Print details of strength and morale of unit under Cursor	D	D	D
Show terrain on which unit is standing	T	T	T
Delete unit order and return			
Division to corps command	U	U	U
Exit current phase	E	f1	E
Give order to unit	O	O	O
Move unit	M	M	M
Give full commands to corps	F	F	F
Hold present position	H	H	H
Withdraw	W	W	W
Retreat	R	R	R
Engage Enemy	E	E	E
Select target position to move to	T	T	T
Command end of turn movement	Ø	COPY	f7

Highground
(Plateau)



Chateau



Woods



Towns/Villages



Cavalry Division



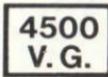
The u denotes it is under unit command.

Infantry Division



The 2 is the corps number.
The C shows it is the corps command unit.

Detail Report



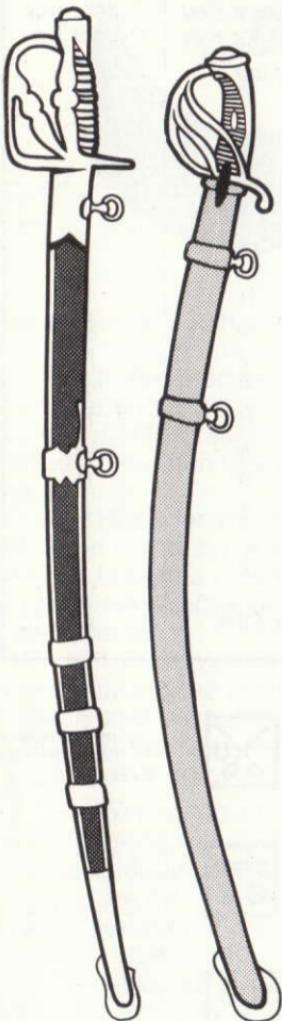
Strength
Morale

Playing the Game

A GETTING STARTED

After initial loading, achieved using the command LOAD "", you must first select the level of difficulty.

1. Learners' Level to allow you to become accustomed to the play of the game.
2. The Standard Game.
3. A Challenge for the proficient in which the strengths and morale of some of the British divisions are increased to encourage a bolder and more vigorous challenge from your computer opponent.



B INITIAL FAMILIARISATION

Using the Cursor Keys scroll around the map area which has been carefully designed to be both as clear and as uncluttered as possible. All the major terrain features are present on the map but most of the defensible strong points are already occupied by British forces. For the sake of clarity the map is larger than a single screen yet it has been designed to always allow the whole width of the screen to be used for displaying the map. As a result all text and messages are shown in windows which are let into the map area when required. At the same time the unit symbols have been kept as simple as possible to allow them to quickly convey the maximum of relevant information to you and also to ensure that the map area is not so large that you cannot readily keep your screen centred on the area where the action is occurring.

Before starting to play you should use the Order and Terrain command keys to inspect the map and pin point the key 'strong points which the British are holding, these can then be put in perspective by reference to the map in this booklet.

C OUTLINE OF PLAY

CONTROL

Your command of the army is achieved in one of the 3 following ways:-

- i) by giving units individual orders
- ii) by giving orders to the intelligent corps commanders
- iii) by any combination of the two.

Hence, 6 corps orders can command the whole army and the game can move fast.

While deciding and giving your orders, you can:-
scroll the map at will
obtain information on the strength and morale of your units;
obtain information on the strength of those enemy units which are in range; you will not be told their morale;
examine terrain features hidden by units (it affects movement and combat) and, above all, locate the 2 Chateaux.

These can be done in any order, as you control the sequence, simply by using the relevant command keys.

With your orders complete, the game goes smoothly through its phases:-

- i) commanders may ask you for urgent (Y/N) decisions, you may accept their advice or proceed with your original orders;
- ii) your units then move, manoeuvring as best they can;
- iii) combat follows between units in contact, losses are reported, retreats and routes are shown;

iv) the computer moves its units, followed by combat as before.

The game turn is over and you can survey the situation and issue new orders, if necessary. A result is declared when it is judged you have succeeded or failed in your aims, see Victory conditions.

In reporting the casualties from Combat it should be noted that casualties are calculated in discreet blocks of 500 men and where casualties are less than 500 they will be recorded as nil. It will also be seen when a unit is in combat with more than one enemy unit, that if it receives casualties in excess of 500 men from each enemy unit, then it will report 2 or 3 successive casualty figures during the one round. Because its own troops will be divided to defend against each enemy unit then the casualties it inflicts will be relatively light. If a unit retreats into the path of an enemy unit it will receive further casualties, whilst any unit that routs will be immediately removed from the game.

D DETAILED INFORMATION

CURSOR CONTROL

In all cases press A to access cursor and use the arrow keys to control its movement.

UNIT DETAILS: HIDDEN TERRAIN

Move cursor onto unit: press appropriate key and keep it pressed. If you wish to access the same unit immediately afterwards press enter.

ORDERS

To issue an order move the Cursor onto the unit. Press O.

UNIT ORDER

Each unit, except corps commanders may be given a direct unit order and will move towards the objective position set regardless of the current corps order. Individual units can only be given movement orders and do not have the same range of options which are available when giving orders to corps commanders.

UNIT ORDER DELETION

Press U: unit returns to corps command.

CORPS COMMAND UNIT

Each unit marked with a C represents the corps command unit of that corps and if eliminated then the next division becomes the corps commander providing that it is not subject to a unit order.

CORPS ORDERS

Move

Press M: move cursor to target position: press T: answer question. The corps commander will move towards the target position set. During normal corps movement the other two divisions of the corps ape the movement of the corps commander, unless one or other is subject to a unit command. During movement, if the corps command unit is within 2 positions of the enemy (one position = width of a unit) he may decide to engage the enemy units.

When subject to a move order the corps commander may lose control of his other divisions particularly if the corps command units movement is baulked by other units. If possible ensure that the corps commander's route is clear.

Engage

The corps command unit will search up to two positions distant for enemy units and will move next to those units if any are located, as will the other two divisions of the corps if they are within two positions of an enemy unit.

Hold

This order results in all units of a corps remaining in position. It can be used in conjunction with a move order coming into effect only when the move has been completed.

Full Command

The corps commander will search up to 3 positions distant for enemy units and will engage any such units.

If a division in the corps is likely to sustain severe losses then under full command, unlike an engage order, that unit will not engage. Under certain circumstances the corps commanders may be able to make better decisions than the player due to direct access of all relevant data immediately prior to making their decisions.

Retreat

Press R: move Cursor to target position: Press T.

The corps will move towards what is now its new base position. Under a retreat order a corps commander will ignore the enemy and will not engage except by accident no matter how close enemy units may be.

Withdraw

The corps moves towards what is now its new base position at a slower speed and attempts to avoid enemy units during such movement.

BASE POSITION

A corps commander's base position is initially the position the unit starts the game on.

While a corps command unit is on its base position the following rules apply:-

A corps commander will never search more than two positions distant for engage or movement purposes.

Any division under corps command more than two positions from its corps commander will move towards its corps command unit.

CORPS INTEGRITY

Units which become separated from their corps commander by more than two positions will move towards their corps commander if the corps as a whole is subject to a move order.

During engage movements any division of a corps not in close proximity to the enemy will move towards its corps commander.

COMBAT

Combat occurs between all opposing units occupying adjacent positions.

One unit attacking two enemy units with no other friendly unit adjacent attacks at half strength.

MOVEMENT ALLOWANCE

In each game turn the maximum movement allowance is:-

Infantry Divisions - 6 movement points.

Cavalry Divisions - 10 movement points

In addition the type of terrain on which the two armies are located can both reduce movement and affect combat strength:-

TERRAIN	MOVEMENT COST	COMBAT ADJUSTMENT
Clear	2	—
Town	2	defender + 2
Stream	3 : cavalry 4	attacker - 2
Ridge	3	defender + 2
Woods	3	defender + 2
Chateau	2	defender + 3

The governing terrain of any unit is that displayed in the top left hand corner as it is printed on the map.

UNIT STRENGTHS

The combat adjustment figures above relate to the standard strength point which is based upon the formula:

500 men = 1 strength point.

MORALE

The morale level of a unit adds strength points to the unit as follows:-

Excellent + 6: Good + 4: Low + 2:

Very Good + 5: Fair + 3: Poor + 1: Abysmal + 0

E VICTORY CONDITIONS

The battle is deemed over when the British army has at least 7.000 men within two positions of the left hand map edge in the top half of the map;

OR when the French army has at least 9.000 men in or adjacent to Waterloo;

OR when either army is reduced to 6 units or less;

OR when either army is reduced to less than 20,000 men.

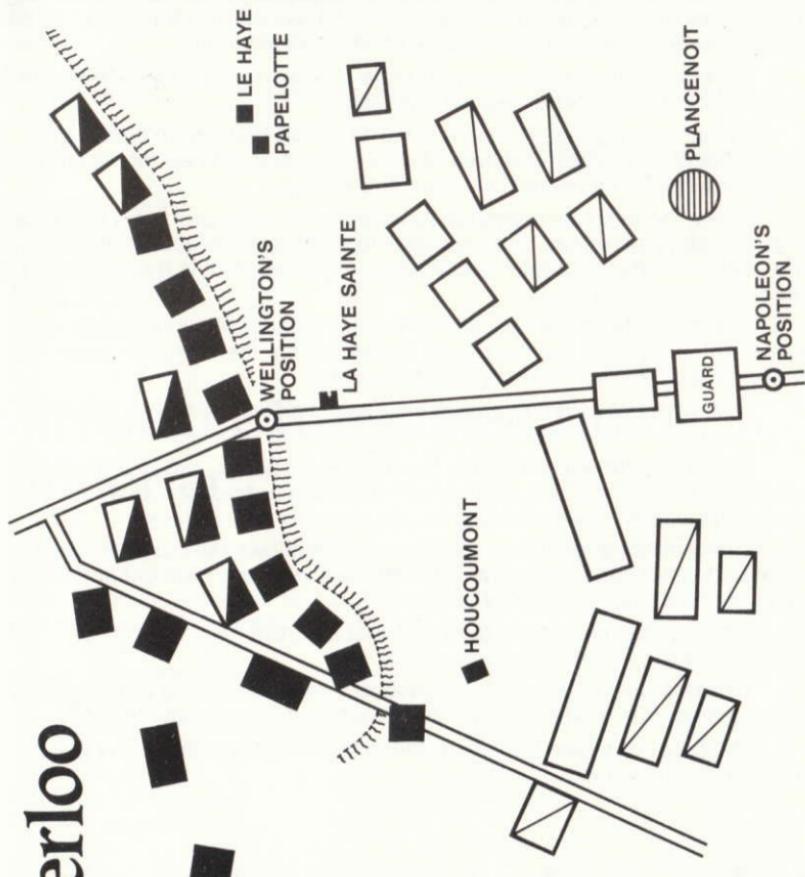
It should be noted that the above conditions only signal the termination of the game, they DO NOT of themselves indicate who is the victor. Hence, 9.000 French troops close to Waterloo will certainly bring the game to an end but that end may well be reported as a glorious British victory. Victory is determined by the strength of the two remaining armies and their respective military positions, a mad dash for Waterloo with 9.000 men will not ensure your success.

At the end of the battle, if you wish to play again you will have to reload from cassette: Press Enter and start recorder. This is due to the fact that there is insufficient memory to hold a copy of all initial data.

If you wish to continue the present battle enter Y, and fight on.

Because more than one check is made to determine that the battle is over you may have to enter Y more than once.

Waterloo



Victory Hints

Take your time to appraise yourself of the current situation and the locations of the main defensible points in the area.

When giving orders to your corps commanders or individual units, give regard to the strength and morale of your own unit and that of the British unit they will be facing. In particular seek to avoid situations which will cause you excessive casualties especially in making frontal assaults on the strong points or in allowing a unit to be attacked by 2 or more enemy units.

Take heed of your corps commanders' advice until you know the game better, it should help avoid excessive casualties.

Remember Napoleon was seeking to defeat Wellington before the arrival of Blucher's Prussians, therefore, you must seek to keep the initiative and to clearly work out your overall objective and tactics.

Whilst the simulation accurately reflects the initial problems that faced Napoleon historically, it has been adapted to cater for divergent strategies both for the player and the computer opponent. In other words it is a simulation, not a duplication, of history.

In the simulation the assault on the two Chateaux will generally result in their eventual capture but the player is warned that the losses incurred will normally be great enough to prevent final victory.

Historically the French army's greatest asset was its ability to fight a battle of manoeuvre and the player will find this more successful.

The computer opponent has four opening options, two defensive and two, more aggressive options. Even when choosing a defensive option the computer opponent will eventually take any opportunity to attack.

This facilitates a battle of manoeuvre and allows the player to create a great deal of variety between games. Simply put, the player will get out of this game as much as he is prepared to put in.

When an attack succeeds exploit that success, when in difficulty use defensive terrain as effectively as possible.

Use relatively strong units to greatest effect throughout the simulation by moving them from one critical point to another as quickly as possible.

The best strategies to use are those most readily adaptable to meet changing circumstances.

Acknowledgements

Battle, Game and Screen Design	Ken Wright
Programming	Ken Wright
Wargame Series Supervised by	Lothlorien
Cover Illustration	The Art Company
Marketing and Publishing	M.C. Lothlorien Limited
(C) Copyright 1985	M.C. Lothlorien

Bibliography

If you would like to read further about Napoleon or the composition and uniforms of Napoleonic armies, then the following books are recommended, although we are unable to guarantee their current availability.

TITLE	AUTHOR	PUBLISHER
Napoleon	Felix Markham	Weidenfeld & Nicolson
A Military History of the Napoleonic Wars	Elting and Esposito	AMS Press, New York
The Age of Elegance 1812-1822	Arthur Bryant	Collins (Book Club Associates edition available to members)
Decisive Battles of the Western World Volume II 1792-1944	J.F.C. Fuller	Paladin (paperback)
L'Uniforme et Les Armes des Soldats du Premier Empire	L. & F. Funcken	Casterman (English language edition is available)

Warmaster Wargames from Lothlorien

If you have enjoyed playing 'Waterloo' and succeeded at the scene of Napoleon's last defeat, then you may wish to test yourself at the site of one of his great victories, 'Austerlitz' which is also available in this series from Lothlorien, again programmed by Ken Wright.

Other titles available include:-

- Confrontation
- Confrontation Scenarios Volume I
- Confrontation Scenarios Volume II
- Overlords
- Redcoats
- *Battle Builder
- *Arena
- *The Bulge (The Battle for Antwerp)

Adventure Games: Special Operations, Masters of Serebal, Time Sanctuary.

If you would like further details of Lothlorien wargames or would like information about free membership and other benefits of the Warmaster Club, then please write to Lothlorien at 56A Park Lane, Poynton, Cheshire SK12 1RE.

*Lothlorien games published by Argus Press Software.

LOTHLORIEN

